Group 2S (ID-13):

CTF x Trivia

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App overview

TriviaGo:

- Gaming App
- Available on Tablet with additional features on Smartwatch

Evolution of the game:

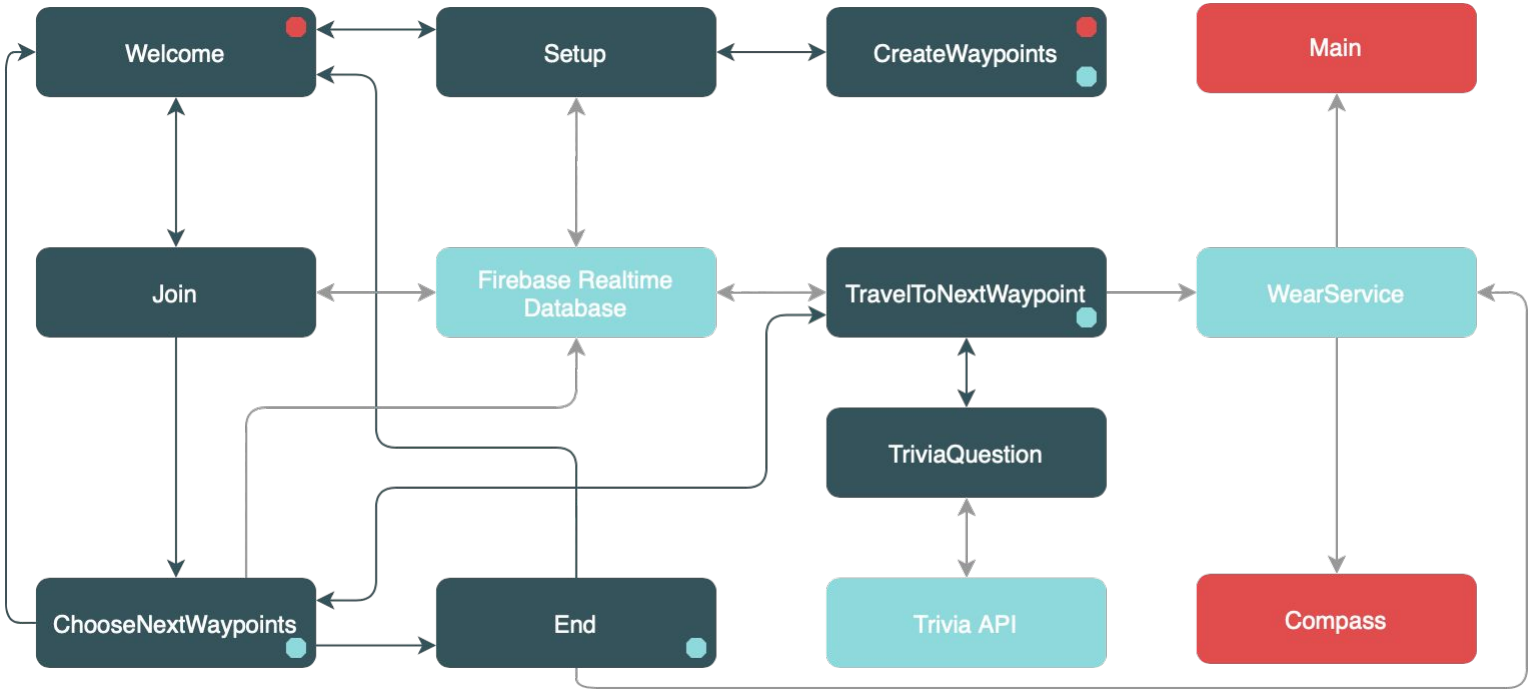
01 Creation of the game and waypoints

02 When all the players joined, each choose and travel to a first waypoint

03 Trivia questions are asked for each waypoint reached

04 Once all checkpoints are completed, the game is over

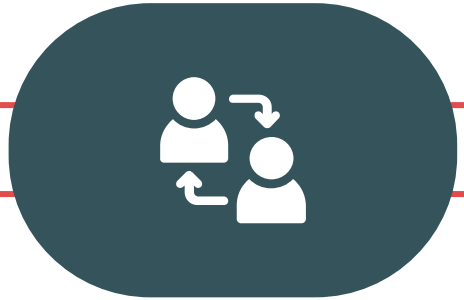
Block Diagram



Work division

Basile

- TriviaAPI
- TriviaQuestionActivity
- Watch



Laurence

- Setting up of the game
- Implementation of the database
- End game

Théophane

- Map activities
- Geo-location of user
- Waypoint creation & navigation

Farnaz (TA)

Always here to help us
and answer our questions!

User activities flow

Set-Up

- WelcomeActivity
- SetUpActivity
- JoinActivity
- CreateWaypointsActivity

Watch:

- MainActivity
- CompassActivity
- WearService

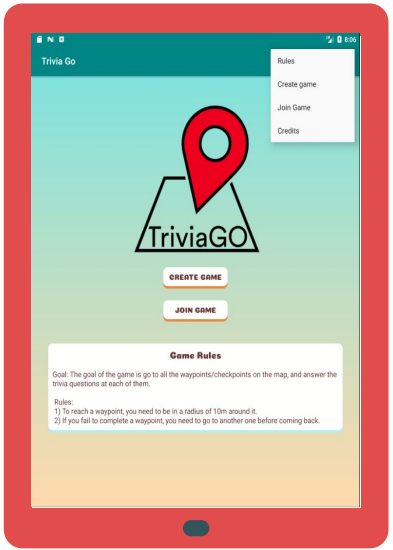
In-Game

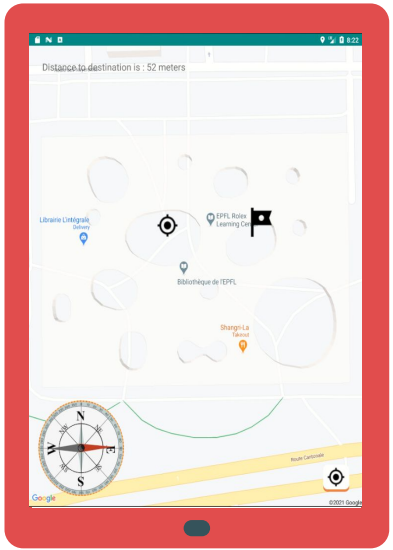
- MapsActivity
- ChooseNextWaypoint
- TravelToNextWaypointActivity
- TriviaQuestion
- TriviaQuestionActivity

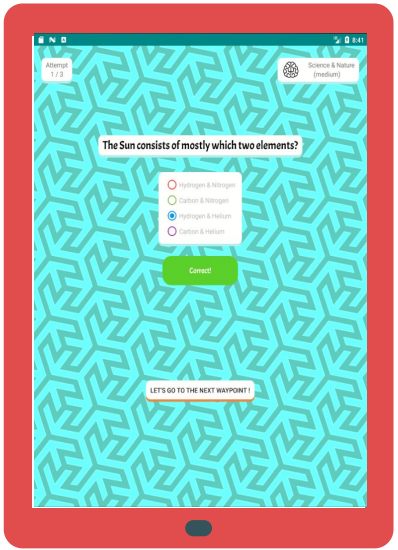
End Game

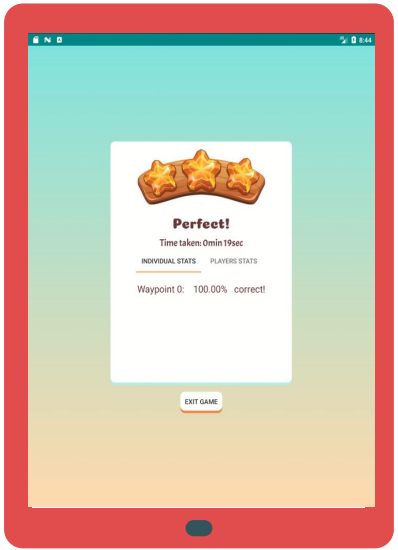
- EndActivity
  - FragmentIndividualStats
  - FragmentPlayerStats

GUI approach









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Clickable

#BAF1ED

Non Clickable

- Multiple layers
- Multiple layouts

- ViewPager
- ScrollView
- Dynamic TextViews

Components & libraries

Retrofit:

- REST Client for Java, handles the TriviaAPI calls based on a Model and a Converter

Wear Service:

- Enable tablet - watch communication

Firebase:

- Used to store game datas (ex: settings, players, ...)
- Keep track of players locations
- Deletes the game when all players are done

Demonstration

TriviaGO

https://www.youtube.com/watch?v=GS5dd69rvJM